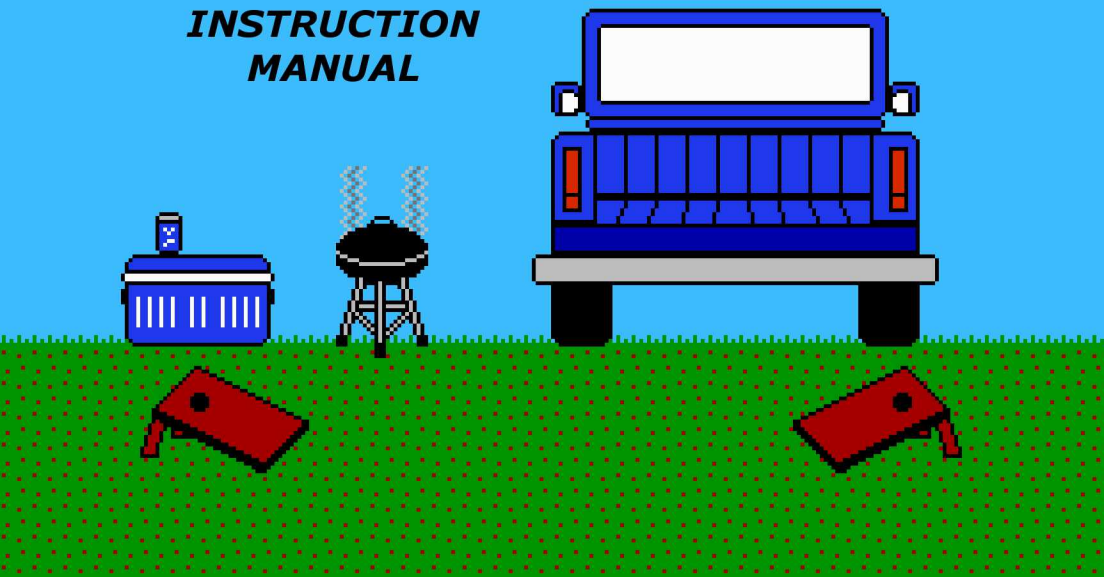
TAILGATE PARTY

ORAB GAMES

INSTRUCTION MANUAL



INFORMATION

WARNING! Please read the instructions in this booklet. This game requires the throwing of corn bags (or bean bags). Following proper game procedures ensures that you, others, your game, your system, and everything in the room will not be harmed or damaged.

1. This game requires throwing bags at a distance of at least 10 feet, please ensure that there is plenty of room and that all people, pets, and objects are out of the throwing zone. DO NOT THROW BAGS AT YOUR TV!

2. Do not slam bags on the floor mat controller. Doing so could damage the controller or the bag.

3. Do not use liquid filled containers in place of bags.

4. Underhanded throws are the recommended technique for tossing bags.

5. For use on an original console system or on the retroUSB AVS. The game cartridge may not be compatible with other clone systems and clone systems may not support the floor mat controller.

**90 day limited warranty on all parts. All parts must be free of physical defect caused by the purchaser. Orab Games and its associates are not responsible for any damage or accidents caused by playing Tailgate Party. Please enjoy Tailgate Party at your own risk!*

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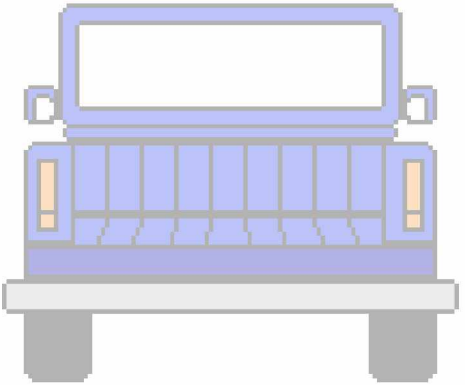


CONTROLS

PORT 1 - STANDARD CONTROLLER

Control Pad

Menu Screens	Menu Navigation
Playing Screen	Left and Right Arrows to Change Music

A Button

Menu Screens	Confirm Selection

B Button

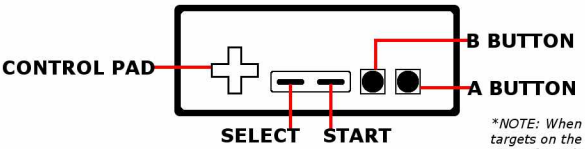
Menu Screens	Go Back

Select

Playing Screen	Missed Throw*

Start

Playing Screen	Pause Game
Pause Screen	Confirm Selection
Rules Screen	Return To Playing Screen
Credits Screen	Skip Credits



**NOTE: When a throw misses the targets on the floor mat controller, press the Select button on the standard controller to record the miss.*

CONTROLS

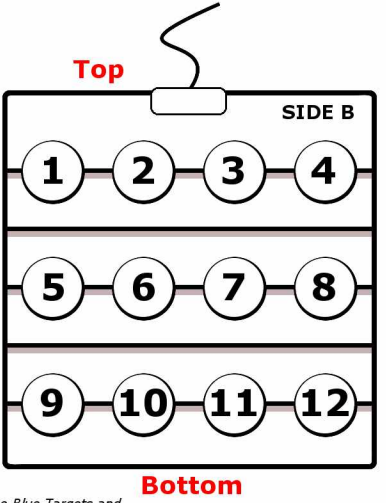
PORT 2 - FLOOR MAT GAME CONTROLLER - SIDE B

During Gameplay

Buttons 1-4	Scores 3 Points
Buttons 5-8	Scores 2 Points
Buttons 9-12	Scores 1 Point

Setup

Players stand at least 10 feet away from the bottom of the floor mat controller. Be sure that all people, pets, and objects are clear of the throwing zone.



NOTE: In all games except Battle Bags and Lucky 13, Player 1 aims for the Blue Targets and Player 2 aims for the Red Targets. In these games, your opponent's targets are disabled so you can't accidentally score for them. Only the active thrower's targets will score.

CHARACTERS

Andy Jones

From: Stanton, NE
Age: 39
Throws: Right
Small town boy who loves to hang out and have a good time. Huge Shucker and college football fan.

Ellie Mays

From: Fremont, NE
Age: 39
Throws: Right
Quiet small city girl who is very competitive. If you can win it, she will play it!

Granny Schott

From: Des Moines, IA
Age: 78
Throws: Right
Everyone's favorite grandma! She doesn't quite have the arm that she used to but she makes a mean potato salad.

Corn Wallis

From: Sturgis, SD
Age: 66
Throws: Right
Retired Army General who now rides his bike across country and watches Shucker Football.

Wade Baggs

From: Boston, MA
Age: 58
Throws: Both
A trucker and all-star church league softball pitcher who loves chili dogs.

Sally Short

From: Los Angeles, CA
Age: 38
Throws: Right
Former girlfriend of Ace Cornado who gave up acting to be by his side.

CHARACTERS

Harry Sacks

From: Austin, TX
Age: 42
Throws: Left
A software programmer who thinks he's hip. He looks harmless, but he is an exceptional cornhole player.

Slick Woody

From: Memphis, TN
Age: 35
Throws: Right
Failed Elvis impersonator turned Ace's goon. Secretly loves 90's Teen Pop Music.

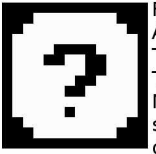
Sledge Hammer

From: Miami, FL
Age: 37
Throws: Right
Former college football star and childhood friend of Ace. Played for Shucker rival, Miami Candy Canes.

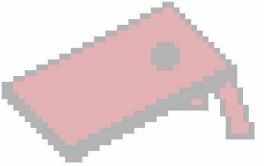
Ace Cornado

From: Funkytown
Age: 38
Throws: Groovy
The evil cornhole overlord of the parking lot. Hates to lose and was trained by the legendary cornhole Master.

Master Romanyk



From: ????????
Age: ??
Throws: ??????
The legendary cornhole Master. Few have claimed to see him. Many believe he's only a legend.



FEATURES

Auto Save/Erase Data

This game features an autosave function that stores your Story Mode progress, unlockable features, and Achievements in flashROM so you can pick up the game from where you left off. To save in Story Mode and to save most of the Achievements, you MUST press the A Button at the Game Over screen (the screen that displays the winner) to advance the game. Your data is automatically saved during this screen transition.

If you want to set the game back to factory default and erase all of your progress, you can access the Erase Data function in the Options menu.

Unlockable Characters and Music

As you progress through Story Mode, each character you beat will unlock in Vs Mode as well as their music! Unlocked characters will appear in the character list on the Character Screen in Vs Mode. Unlocked music can be accessed anytime on the Playing, Pause, and Clear Bags screens only in Vs Mode when hitting the left and right buttons on the control pad. You cannot change the music in Story Mode. The character and music unlocks are saved in flashROM alongside the Story Mode progress so they are usable the next time you play!

Achievements

Unlock Achievements by reaching certain milestones in the game. Most are achievable by just playing the game normally, however, there are a few that are difficult to unlock and you must go searching for them! Check your progress on the Achievements screen in the Options menu.

FEATURES

In-Game Rules

During game play, if you forget the rules of the game that you've selected, you can pause the game and choose Rules from the Pause menu. Navigate the pages by using the left and right buttons on the control pad. Press the Start button to return to the game.

Fixing Mistakes

In Vs Mode only (not available it Story Mode, cheaters!), if you mess up a turn or multiple turns, you can fix your mistakes in 2 ways, Undo or Restart Round in the Pause menu. Undo will take away the last throw. You can Undo multiple times up to the beginning of the round! If you don't want to Undo multiple times, you can just select Restart Round and you will return to the first throw of the round you are currently playing. Once you have advanced to the next round, neither of these features can return you to the former round. You can access both of these features during game play, the Clear Bags screen, and the Game Over screen.

Credits

Take the time to read the credits in the Options menu. Without this wonderful group of people, this game would have never happened!

Tips

- Play Tailgate Party in teams of two by alternating rounds with your partner.
- You can hold the A button during cutscenes in Story Mode to make the text write faster.
- For more of a challenge, stand further away from the floor mat controller. Use controller extensions for further distances.
- To keep the floor mat controller from sliding, use double-sided tape or sticky-back hook-and-loop fasteners.

HOW TO PLAY

Story Mode

Single player mode with a fun story line.

Select Character

Choose from either Andy or Ellie to begin your adventure!

Cut Scenes and Character Profiles

Learn more about your opponents at the Shucker's Tailgate Party.

Game Play

You get 4 throws per round. The computer will randomly generate a throw based on a variety of factors. You and the computer alternate throws until each of you have tossed 4 bags. At the end of each round, the Clear Bags screen will display. At this point, it is safe to pick up your bags without activating the sensors in the floor mat controller. Once all bags are cleared from the floor mat controller, it is safe to advance to the next round.

You must defeat your opponent to continue your game day journey. If you lose, you will have to play that same opponent again. Once you defeat your opponent, continue on to the next cut scene to save your progress.

Beating The Game

To completely beat Story Mode, you must play through the game as both Andy and Ellie. On your first pass through the game, you start every game with honors. On your second pass through the game, the computer starts with honors and the difficulty will increase. Once you have beaten the game twice, you will be able to replay any level and play as any character. *For more information about how honors works, please see page 11.

HOW TO PLAY

Vs Mode

Multiplayer Mode. Compete against friends or enemies!

Select Character

Both players choose from the character list of unlocked characters.

Select Game

Choose from 7 different game styles!

Honors

When a player is awarded honors, they get to throw first in the round. Before the start of each game, there will be a coin flip to see who is awarded honors to start the game. For all games except Battle Bags and Lucky 13, honors for a new round is awarded to the player that scored the most points in the previous round. If both players scored the same amount of round points, then honors does not change from the previous round.

In Battle Bags and Lucky 13, honors at the start of the next round is awarded to the player with the highest total score. If the total scores are tied, honors does not change from the previous round.

Game Play

Each player gets 4 throws per round. The player with honors starts the round and then players alternate turns until each player has tossed all 4 of their bags. At the end of each round, the Clear Bags screen will display. At this point, it is safe to pick up your bags without activating the sensors in the floor mat. Once all bags are cleared from the floor mat, it is safe to advance to the next round.

HOW TO PLAY

Game Types

Twenty One, Race To 21, 21 And Over

These 3 games have similar game functions with different ways to win.

Scoring

Players score points by hitting their targets with bags. At the end of each round, the round scores are compared and the difference in points is awarded to the round winner's total score. The loser of the round is awarded 0 points. Round points are reset back to 0 at the beginning of each round.

*Refer to page 5 for point values.

Busting

When a player's total score surpasses 21 points, that player Busts. Busting in the game Twenty One will reset your total score back to 11 points. Busting in the game Race To 21 will ignore all points scored that round and the total scores will remain unchanged. You cannot Bust in the game 21 And Over. The result would be a win for that player.

Winning

In all 3 games, the first player to reach a total score of exactly 21 points wins the game. In 21 And Over, you can also win the game by exceeding 21 points.

Game Types

Skins

This game is similar to playing for Skins in Golf. Each round is worth 1 Skin.

Scoring

Players score points by hitting their targets with bags. At the end of each round, the winner of the round is awarded a skin plus any skins carried over from previous rounds. The loser of the round is awarded nothing. Round points are reset back to 0 at the beginning of each round.
*Refer to page 5 for point values.

Carried Skins

When the round points are tied at the end of a round, the skin for that round is carried over into the next round. Carried over skins will accumulate until someone wins a round at which time all carried over skins plus the skin for that round will be awarded to the round winner.

Winning

At the end of the final round, the player with the most skins wins the game. The game also ends when either player has the majority of skins at the end of any round. For example, 5 skins are needed to win a 9 round game. If both players have the same number of skins at the end of the final round, the game will go to Sudden Death. The first player to score a skin in Sudden Death wins the game.

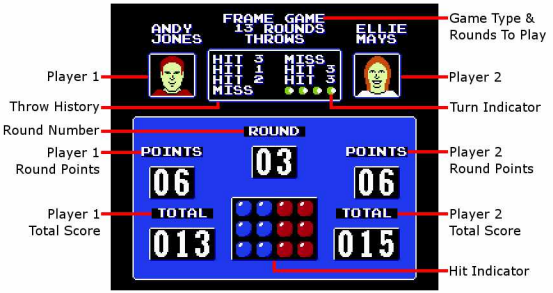
Game Types

Frame Game

Every point counts in this game. Can you outscore your opponent?

Scoring

Players score points by hitting their targets with bags. Every point in this game counts! Points are awarded to each player's round points and total score. Round points are reset back to 0 at the beginning of each round.
*Refer to page 5 for point values.



Winning

The player with the highest total score at the end of the final round wins the game. If the total scores are tied at the end of the final round, play continues in Sudden Death. The player with the highest total score at the end of any round in Sudden Death wins the game.

Game Types

Battle Bags, Lucky 13

Try to control the most points on the floor mat in both of these games!

Scoring

At the start of these games, all targets are uncontrolled and all 24 points are up for grabs. Points are awarded to a player's total score based on the targets they control. Points are deducted from a player's total score whenever they lose control of a target. *Refer to page 5 for point values.

Controlling And Stealing Targets

Landing on an uncontrolled target (?) gains you control of the target. Landing on a target that is controlled by your opponent gains you control of the target while your opponent loses control of the target, known as Stealing. No control is gained or lost by landing on your own target.

Winning

In Battle Bags, the player with the highest total score at the end of the final round wins the game. If the total scores are tied at the end of the final round, play continues in Sudden Death. The player with the highest total score at the end of any round in Sudden Death wins the game.

In Lucky 13, the first player to have a total score of 13 or more points at the end of any round wins the game.

Thank you for purchasing Tailgate Party

I started programming in March 2014 and Tailgate Party is my first release since learning to program. I laid the ground work for this game in the fall of 2014 by writing a demo to see if corn bags could activate the sensors in the floor mat controller. After testing proved successful, the project went dormant as I tended to real life. In the fall of 2015, I picked the project back up in full force and worked on it in my free time until it was completed.

The idea for Tailgate Party was inspired by the popular lawn game cornhole (also known as bags). This is a game that my friends and I love playing at all of our social gatherings. My goal was to create a unique party video game that could be played when you have guests over. My hope is that you and your friends enjoy playing this game as much as I enjoyed making it.

Writing a game for the NES has always been a dream of mine and thanks to the help of the following people, my dream has now come true.

Kevin Hanley, Thomas Ragonnet, E.B.D. Holland, Frank Westphal, Memblers (NA), Peter Tuttle, Justin "Neodolphino" Orenich, nemesys, and Ferris Bueller (NA). Special thanks to Dain for Nintendoage.com plus bunnyboy (NA) and Michael Swanson for the programming tutorials hosted there. Thanks to Shiru (NA) for the wonderful music engine! I would also like to thank nesdev.com for the vast amount of programming knowledge that is stored at that site. Most of all, thanks to my beautiful wife and kids and to my awesome friends and family for all of your support!

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